RAYMAN FOREVER

Instruction Manual

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WELCOME TO RAYMAN FOREVER!
Installing the Game

Before installing the game, please read the End User License Agreement.

When you install Rayman Forever on your PC, you are agreeing to the contents of the license agreement.

When you put the Rayman Forever CD in your disc drive, the Ubi Soft Installer program will automatically begin.

If the install screen does not pop up, double-click on the "My computer" icon from your desktop then open the Directory of your CD-ROM drive. Double-click on the "Rayforev" executable file.

A window will appear with 5 choices:

The Original Rayman - This starts the original Rayman game. The first time you play it, it will install as well.

Rayman Designer - This starts Rayman Designer, the level editor along with 24 new levels.

Rayman by His Fans - This will give you access to the 40 new levels designed by other gamers. Please refer to the Original Rayman instructions to play them.

Making of Rayman 2 - This will start the special making-of presentation of Rayman 2: The Great Escape, the sequel to Rayman Forever. To start the presentation, select your favorite language then sit back and enjoy the show! When you're finished press "Quit" to leave the presentation.

Technical Support

If you are having difficulties installing your game, call our customer service hotline at 1-800 UBISOFT (824-7638) or e-mail us at tech-support@ubisoft.com

Part I: The Original RAYMAN Game

First, you need to know something about Rayman.

In Rayman's world, nature and people live together in peace. The Great Protoon provides and maintains the harmony and balance of the world. Obviously, this doesn't last. Hey, if it did, there would be no game!

One fateful day, the evil Mr. Dark defeats Betilla the Fairy and steals the Great Protoon. The Electoons who used to gravitate towards it lose their natural stability and scatter all over the world. Troublesome, isn't it? And untidy,too!

In the now unbalanced world, strange phenomena begin to occur: freaks and hostile characters appear capturing every Electoon they can find! The disappearance of the Great Protoon also neutralised all of Betilla the Fairy's powers, and she needs time to regenerate before she can help in any way.

They definitely need a hero to save them, don't you think?

Rayman to the rescue! As a guardian of this world, he must free the Electoons, recapture the Great Protoon from its mysterious kidnapper and reassemble everything to restore the world's harmony. But will the bad guys let him do it? After all, Rayman doesn't have arms or legs! But don't panic. Neither do the other guys.

The Basics

Rayman has to free the imprisoned Electoons to re-establish order in his world. For each level, there is a medallion with six empty spaces, each corresponding to a cage of Electoons you have to find. Each time you free a cage of Electoons, one space on the medallion is filled. In order to enter the Candy Chateau level, you must first free all of the Electoons in the first five worlds.

At the start of the game, Rayman can carry out simple actions:
walking, jumping, holding on to vines and crawling.

As you progress through the game, Rayman gets new power: a punching fist, the ability to hang on to platforms, a grabbing fist, the ability to run, and even a special helicopter feature! Betilla The Fairy grants him these very special powers. A brief explanation of how to use your new powers will appear on the screen each time you get one.

Once you have acquired a new power, it will be useful to you throughout the rest of the game. You should also backtrack to thoroughly explore the levels you have already gone through, because you probably haven't seen it all yet! Some surprises are waiting, things that you were unable to reach the first time around.

At the beginning a map of Rayman's world will be displayed. Each time you have completed a level, the next paths available to you will be highlighted on the screen. Most of the time, you will able to choose between two directions.

The 'normal' exit to any level is at the end of it. Exits are indicated by an exit sign - logical, eh?

You can also exit the first stage of a level by going back out through the entrance door; if you do this, however, you will lose all of the items (Tings, special powers, etc.) that you picked up in this stage.

The Controls

Arrows

The up and down arrows move through the Option Menus.

The left and right arrows are used to:

- Select the option when several are possible
- Increase or decrease the volume of the sound effects and music
- Select Yes or No when prompted

F1 Key

The F1 key is only usable in the menu. It activates a help function.

Escape key

In the Menu, the Escape key allows you to return to the previous menu. It cancels any changes you made to the options.In the Start / Option / Credits / Exit screen, the Escape key allows you to exit the game.During the game, the Escape key sends you to the Main Menu.

Space bar

On the menu screen, use it to validate your choices. At any point in the game use it to move on to the next screen. Use it to validate an answer when prompted.

DEFAULT KEYS

Rayman can be played using the keyboard or a joypad. On the keyboard, the default keys are:

ALT: Fist (The longer you hold down the ALT key, the farther your fist will go!)

CTRL: Jump

CTRL twice: Helicopter power (once you've been given it!)

X: Other actions (magic seed, running, plant a seed…)

Not all powers are available at the start of the game. Screen instructions will advise you as you go!

Game Screen

Number Of Lives

Power Indicator Bar

Number Of Tings
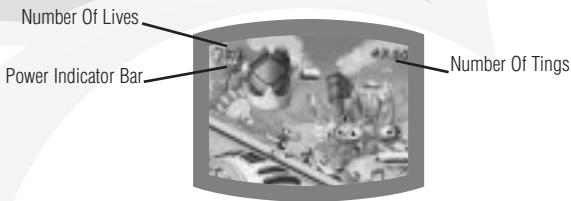
Rayman's Powers

There are two types of powers: permanent powers (those that you keep no matter what happens in the game) and temporary powers.

PERMANENT POWERS

Permanent powers are given to Rayman by Betilla the Fairy:

Crawl

From the start of the game, you can make Rayman crawl. Press CTRL + Down arrow.

Telescopic Fist

Press ALT to send off the fist. The longer you keep the button pressed, the further the fist will go.

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Hanging On Platforms

When Rayman jumps or falls, he automatically hangs onto the nearby platforms.

Helicopter

Press CTRL to jump, then press it again to slow your descent with your helicopter blades.

Running

This power-up not only allows you to move faster (obviously!), but also to build up speed to jump further. To activate it, press "X" while you're walking.

Grabbing Fist

Thanks to this power, Rayman can hang onto and swing on flying rings. The grabbing fist also allows him to pull the bonus icons towards himself. Same button as the telescopic fist (ALT).

TEMPORARY POWERS

Rayman's other friends give him temporary powers.

Magic Seed

Tarayzan gives Rayman a magic seed, which grows into a plant immediately. To grow plants, press "X".

Super Helicopter

This power is yours when the Musician gives you the magic flask that activates it. It allows you to fly while retaining control of your direction. To activate it, press "CTRL". To go higher, press "CTRL" several times.

Hint: The Super-Helicopter power may come in handy in the Blue Mountain world.
Those sharp spinning blades could help you do more than just fly!

Firefly

Joe the Extra-Terrestrial gives Rayman this power to help him light up the dark regions of The Caves of Skops. The Firefly follows Rayman's punching fist, so throw his fist out in front of him to light the route ahead.

Flying Blue Elves

These little creatures give Rayman the ability to shrink down in size, so he can easily pass through some of the game's narrow passages. Walk up to one to become small, and walk back up to him or to another one to become normal-sized again.

Improving Your Game

We won't give away all the secrets of the game (there has to be some surprises!), but a few hints could be very useful.

Powers

They symbolize Rayman's energy reserves. He starts off with 3 powers, but he can win more on his journey... or lose some during his battles! When you run out of power, you lose a life.

A Simple Power gives you one extra energy point

A Double Power gives you two energy points.

A Big Power gives you a full load of energy points.

Lives

Look for them, they come in handy when you face the enemies that are waiting.

Speed-Ups

They increase the speed of the punching fist.

There are 3 different speeds available.

The Golden Fist

Increases the power of Rayman's blows.

Your fist loses its power and its exceptional speed each time you are hit by an enemy.

Tings

If Rayman picks up one hundred of these glowing blue orbs, he gains an extra life, but they can also be used to pay the magician (who'll give you access to the bonus stages). But be careful-if Rayman dies, he loses all the Tings he collected.

Continues

If you lose your last life, a Continue allows you to restart the game from the last level played. The Continue screen appears after Rayman dies for the last time. If you want to use a Continue, you must ring the alarm clock (by pressing any button on the joypad) to awaken Rayman from his stupor before he staggers to the "Game Over" sign.

The Magician

He is hidden away in the scenery. With his help, Rayman can enter secret worlds. In these bonus stages, your skill will allow you to earn Tings or a bonus life. But please note that this magic stunt must be earned, and it will cost you 10 Tings to take advantage of it. You will gain a bonus life if you manage to get a perfect score in the bonus map. This means you will have to get all the Tings in a limited time. If you achieve this perfect score, the bonus map will then be available at no charge, but there will be no more bonus lives.

The Photographer

He is there to immortalize your feats! When you lose a life, you start again in the last place where he took a picture of you. Make sure he snaps your picture to validate each save point.

Rayman's Worlds

In the different worlds of the game described here, you might meet the bosses more than once! And always be on the lookout for the Antitoons, Mr. Dark's foot soldiers. They're small, but they're dangerous!

The Dream Forest

Rayman has to proceed through the jungle without falling into the swamp waters. He will come across hunters and explorers. This is where he meets Tarayzan, his first friend. Help Tarayzan get dressed and see what happens! The big boss is Moskito, a persistent giant mosquito.

Band Land

In a scene filled with clouds and slippery sheet music bars, Rayman must advance through musical instruments (drums, maracas, cymbals) and avoid wrong notes. Once he escapes from the trumpets, he will find himself face to face with the deafening Mister Sax.

Blue Mountains

Rayman has to avoid rock avalanches and stone creatures. In these mountains, Rayman meets the Musician and helps him recover his lost guitar. The big boss is Mister Stone, a creature made of rock.

Picture City

This is the world of images, as well as the world of mirages. Once he walks across the theater stage, Rayman meets strange beings that are straight out of a science fiction pirate movie. In the end, he'll face Space Mama, a tough cookie with a deadly rolling pin.

The Caves Of Skops

This is a troubling underground world. Enter it through Joe the Extraterrestrial's cheerful snack shop.
First, Rayman has to plug in his friend Joe's shop sign while avoiding the spiders. Then he must
work his way around the stalactites in the cave to find the lair of Skops the Scorpion.

Candy Chateau

Welcome to the world of desserts where Mister Dark is hidden, guarded by clowns
performing amazing stunts. But be careful, Mister Dark is diabolical!

Saving The Game

You can save your game each time you finish a stage when you are on the world map. To save,
move Rayman to one of the save spots on the map, which are marked with the Magician's top hat.

Playing a saved game at the Save/Load screen:

When you start up the original RAYMAN game, you have the option to continue a game that
you started and saved earlier. You can choose from up to three previously saved games.

The commands at the Save / Load screen permit you to do one of two things: ERASE or
COPY a game. ERASE allows you to delete the saved version in order to restart the game
from the beginning. COPY allows you to duplicate the saved version of a current game; as a
result, you can continue playing the game, and if you are not pleased with your performance,
you can restart the game from the point where you copied the previously saved game.
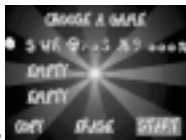
To use the COPY function:

1. Select COPY

2. Select the game you wish to duplicate.

3. Validate your choice by pressing one of the action buttons or the space bar. A golden fist appears next
to the game you've chosen to duplicate, and a white fist appears next to the space where it will be duplicated.
If you wish, you can move the white fist to choose a different save space.

4. Validate again, then enter a new name for the copied game.

The Save / Load screen gives you information about your previously saved games, including the name under
which the game was saved, the number of lives available, the number of Continues available, and what
percentage of the game's challenges you have accomplished.

Configuring The Game

Your Rayman game will install with a predetermined default configuration that will optimize both the frame rate and the speed of the game based on your CPU speed and video card. You can choose to change the default configuration at the start of the game by choosing "Graphic Details" from the Options menu.

The Graphic Details screen gives you the following information and options:

Frame rate: Measures the frame rate (fluidity) according to the game settings you choose.
The higher the frame rate, the more fluid the game will appear on your screen.

Video mode: Determines the different video options based on the technical configuration of your computer.

Zone of play: Four sizes are available. The biggest offers the best playability but may lower the frame rate.

Frequency: 60 MHz or 50 MHz

With backgrounds/Without backgrounds: If you choose to play without the graphic backgrounds, you may obtain faster gameplay and more fluidity.

Score: Displays the score on the screen.

Part 2: RAYMAN Designer's New Levels

Starting the New Levels

Click on the "Rayman Designer" button to start the installation process. Select the installation language then press "Install". In the Sound Configuration screen, select "Autodetection" then select the "Run the autodetection" button. Press exit and save. You then choose a shortcut and press play to start the game.

Select the "Rayman" box to play the new levels.

Select the "Mapper" box to build your own levels (see Section II).

The Object Of The Game

Rayman's mission is to get through each of the 24 game-maps in six different worlds. Each one has its own traps, adversaries and solutions! On each map, his goal is to collect 100 blue tings to make the Exit sign appear.

On the way, Rayman may find obstacles blocking his access to the rest of the map. When this happens, he has to find the 10 yellow, red, gold or green tings that will open the door for him. At other points, Rayman needs to

be on the look-out for sparkling stars. When he hits them with his fist, he will get some timely assistance! The timer stops when you reach the Exit sign. If you are happy with your results, you can upload it to Ubi Soft's Internet site and compare it with other player's scores.

Whenever you finish a map, your time is recorded and the map is displayed in red.
You can also replay a map if you want to try to improve your time.

Controls

IMPORTANT: On the keyboard, the controls are slightly different than in the original game. Rayman's powers are pre-assigned for each new level.

Rayman's new levels can be played with a keyboard or a joypad.

On the keyboard, the game's default keys are as follows:

Jump: ALT

Helicopter: Press twice on ALT

Flying Fist: Space Bar

Other actions (magic seed, race, etc.): CTRL

Crawl: ALT + Down Arrow

Playing The Game

From the game map, six worlds can be entered. Each of these worlds consists of 4 levels of increasing difficulty. At the beginning of the game, only the first map is accessible. This is why it appears in red.

When a map is finished, you can access the next one, which will then appear in the menu in red.

The first screen to appear in each world is a list of the game-maps. If you wish to play one of your own maps or a map downloaded from the Internet, use the down arrow to go to "Other Maps". Hit the space bar and use the left and right arrow keys to scroll through the available maps. When you see one you want to try, validate your choice with the space bar.

Game Screen

Number Of Lives

Number of blue tings

Power Indicator Bar

Number of colored tings
(press the F10 key to see the different colors)

Timer

Rayman's Powers

Rayman's powers are predetermined for each new map. You will have every power
you need to get through a map. See Page 06 to see how the different powers work.

Note: The Magic Seed works differently than in the original game:

This power can only be used in the jungle. To plant a seed, press the CTRL key, or "C" on your joypad.
The seed can only be planted on the little heaps of earth that are scattered around on the grass.
To make the seed grow, press the CTRL key. To gain altitude, press several times.

Note: When maps are created by other players, powers are determined
when the map is built with the Map Properties Function.

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Part 3: RAYMAN by His Fans

Installing the game

Click on the "Rayman by His Fans" button to start the installation process. Press "Install". Select the computer configuration and choose a shortcut. The game will now install. In the Sound Configuration screen, select "Autodetection" then select the "Run the autodetection" button. Press exit and save. You then choose a shortcut and press play to start the game. Use the "Original Rayman" keys to play.

SECTION II:

BUILDING NEW RAYMAN LEVELS

Introduction

We suggest that you play Rayman's new maps before you start building your own maps.
This is the best way to learn how each event and design element functions.

Game design has a language all of its own. You will need to know these terms before you continue:

Map: The entire geographical area for each level. It is composed
of Blocks and Events that Rayman must get through in order to win.

Blocks: The non-moving pieces that make up the boundaries within a map.
If your house were a map, the walls and floors would be the blocks.

Types: Each block has a Type that determines Rayman's reactions. For instance, if Rayman is walking on ice, the block would simply be a picture of ice, but the Type tells Rayman to act as if he is slipping.

Event: Anything that moves. In an office building, for example, lifts would be Events, while

stairs would be Blocks. All of the people that move through the building would be Events, too.

Gendoor: Connects one Event to another so that it seems as if one causes the other.

Killdoor: Connects one Event to another so that it seems as if one prevents the other from occurring.

Part 1: The Mapper

Creating A New Map

When you enter the mapper:

Go to the File menu and select Open.

Choose the world you want to work on by clicking on the corresponding icon:
Jungle, Music, Mountain, Cave, Image, Cake.

The list of maps will appear in a window. Three kinds of map are available:

Template Map

This map contains the library of all the blocks required to assemble platforms and non-moving scenic elements. Here you select blocks to paste them into the map you are creating. To make things easier, certain blocks are pre-assembled. (Template maps can also be called "Source Maps".)

User Map

These are the maps that you work on. Every map that is copied - even an "original map" - automatically becomes a "User Map". From that moment on, it becomes totally modifiable. (Some user maps are provided.)

Examples

These are empty maps that contain only one platform, a few bits of scenery and the Rayman character. They serve as starting points for maps you will create. They are not modifiable until you copy them. When they are copied, they then become User Maps.

Each map has different dimensions. Their sizes are as follows:

Example A: horizontal map	600 x 40	Example D: vertical rectangle map	100 x 200
Example B: vertical map	40 x 200	Example E: horizontal rectangle map	200 x 100
Example C: square map	200 x 200		

To create a new map, you have to copy an existing map. Place the cursor on the map you would like to modify, then click once to highlight the map.

Click on the Add Map icon. The numbering window will then appear.

Accept or select a number for your map. (We recommend that you accept the number that appears.) When this is done, your map will appear in the list.

Place the cursor on your map and select Properties.

By default, the properties shown are those of the original map that you copied to start your map. To change them, place the cursor in each of the fields and fill in the form. These are the words that appear on the screen when the game loads, and on the Internet site. They can be modified at any time.

You will also select the powers that Rayman will have in your map. Certain powers cannot be chosen together because they require the same command key (for example, Seed and Run).

Note: The functions "Properties", "Add Map" and "Delete Map" are also accessible by right-clicking after the map number is selected.

Building Your Map

Placing Blocks

The most basic way to create a map is to copy items from the Template Map (or from another map) and paste them onto your map. It is also possible to take groups of blocks from the User Map or the Original Map. The procedure is the same regardless of what you choose as your source material.

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Copying Blocks from a Template Map

Go to the Template page and place the cursor above and to the left of the desired block.

Click and drag until the block you selected is framed.

Press "CTRL-C" on your keyboard.

Return to your map. You may do this either from the Window menu or by pressing Control-Tab.

The copied blocks appear on the cursor. Go to the desired location and key "CTRL-V" to place the block.
Be careful not to click inside the destination map as this will cancel your copied block.

Copying Blocks from a Normal Map (Other than the Template)

Use the same steps described in the above section. It is NOT necessary to press "CTRL-C". Copying is automatic.

Placing Selected Blocks:

When the cursor passes over the destination map,
the copied block appears on the cursor.

Place the block in the desired location. To paste it, right-click and hold the
button down. You will use the same motion as when you copied the block.
The block will appear progressively. If you continue to allow the cursor to
slide, while enlarging the window, the block will repeat itself to infinity.
This command is useful for creating long, flat surfaces (water, for example).

Warning: When you set a block down, it will delete anything under it. If you do this
by mistake, click on the "Undo" icon on the tool-bar or press "Ctrl-Z" on the keyboard.
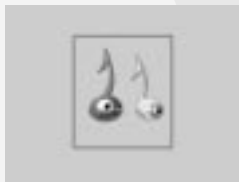
Transparent Pasting

When selecting, the background colour is superimposed on all the blocks underneath (1). However, if you wish to insert a selection without the background colour covering the old blocks (2), you can use the "Transparent Paste" option in the "Edit" menu-bar.

Removing Blocks

Copy a background block (an empty one). Paste it over the blocks you wish to delete.

Types

A Type must be linked to each scenery block. The Type gives instructions to Rayman, his enemies and other events about how to react when they step on that block. On the Template Map, graphic blocks are linked by default with corresponding Types:

Choosing A Type

There are 25 different Types grouped into three basic categories: Basic, Special and Deadly.
They are located in the horizontal bar at the base of the screen.

Basic Types Used In All Worlds

Empty Type (blank):

This has no effect whatsoever on Rayman.
It is generally used to erase over other Types.

Full Type:

This is solid ground, allowing Rayman and other moving objects
to walk around on it. It is used in all the different worlds

Pass-Down Type:

This is pretty much the same as the Base Type, but Rayman can pass through it from above to below. It is best used on places that Rayman needs to jump to, like the edges of platforms, and on platforms of one block in thickness (small pink rubbers, candy bars, etc.).

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Slope Types:

These allow characters to move around on sloped hills. They have the same characteristics as the pass-below Type. There are six different slope Types (two for 45-degree slopes, and four for 30-degree slopes). They are typically used on slopes in the jungle, mountain and cellar, pink rubbers, oblique pencils and chocolate bars.

Slippery Type:

Rayman slips and slides when he's on a Slippery Type. It has the same characteristics as the pass-below Type. Use it carefully: Rayman slips, but his enemies can walk on them! Usually positioned on music staves, whipped cream on cakes, black rubbers, mountain snow.

Slippery Slope Types:

Slippery Slope Types combine the features of a slope Type and a slippery Type. As with hard slope Types, there are six different ones for different levels of steepness. Usually positioned on music staves, snow-covered mountain slopes, black rubbers, whipped cream on cakes.

Special Types (Not Used In All Worlds)

Bounce Type (used in Image Worlds):

When Rayman lands on this, he automatically jumps. Like the pass-below Type, Rayman can pass down through it from above. Usually positioned on blue spangled rubbers.

Climbing Type (used in Jungle Worlds):

When Rayman can cling on and climb up Climbing Types. The only scenery used with this type is jungle vines, so it is only positioned vertically. Usually positioned on jungle creepers. Seed Type (used in Jungle Worlds):

In the jungle, Rayman can make a seed grow into a vine that he can then climb. To allow him to do this, position two Seed Types next to each other so that Rayman can make a plant grow by pressing the C-button.

If you want this plant to be deadly, place a second row of Seed Types on top of the first.

These Types are usually placed on little mounds of earth that are supposed to be the only logical places to grow these plants. There is nothing to stop you from breaking this rule, though.

Deadly Types

Death Type:

When Rayman touches a Death Type, he loses one life-point.
All prickly surfaces have this Type on them.

Note: When Rayman collides with one of these Types, he is highlighted and for a brief moment - he will not react to Types.

Usually positioned on: mountain and cave pikes, musical notes, thumbtacks.
If the Types are on musical notes, Rayman will pass through them.

Instant Mortal Type:

The Instant Mortal Type is only to be used to ensure the death of Rayman instead of deducting life-points. Usually positioned on mountain and cave pikes, musical notes, thumbtacks.

Water Type:

There are two different Water Types, but they have basically the same function. When Rayman contacts a Water Type, an animated sequence is triggered of Rayman drowning. These Types are mostly used on water. Usually positioned on jungle and cave water, cake syrup.

Falling Type:

When Rayman has a deadly fall, these Types are put into position to trigger an animated sequence of Rayman falling. For this animation to be credible, Falling Types must be placed at least 5 blocks below the platform from which Rayman falls. Usually positioned on empty space.

Reactionary Type:

This is generally used to animate certain Events (found in the Events Editor). For example, to make a cloud go back and forth, you should place Reactionary Types on both sides of the cloud. Usually positioned to delimit the flight of clouds and antitoons, in empty space to delimit the movement of antitoons, and on the edges of platforms.

Using Types

Types can be copied and pasted just like blocks. You can also spread them over an area by dragging.

On "Template" maps, the Types are already placed under each block. It is best to use them as recommended.

Placing Types

To display Types on a map, click on the "Type" icon on the menu-bar or press the "T" key.
The Types are then displayed on the graphic blocks.

Select the desired Type from the icon bar at the bottom of the map window. (See the descriptive list below.)
Move the cursor to where you wish to place the selected Type. Click and hold while you slide the cursor
from left to right or diagonally. Release the button to stop.

Deleting Types

1 - You can choose the Null Type and use the same process for placing a Type.

2 - As an alternative, select a Type or area by right-clicking and dragging.
When the button is released, the framed area will be deleted.

Other Commands

Edit Menu / Transparent Paste

When Transparent Paste is used, only graphic blocks (and their Types) are copied and not any of the background
scenery or blank tiles. For example, Transparent Paste is invaluable when you wish to integrate a piece of block
into a bushy scenery.

Import/Export

The "Export" function is used to save a User Map as a file. The "Import" function is used to create a map from
this type of file. These functions enable you to keep or exchange your maps (on diskette) even if you do not have
access to Ubi Online.

Save

To save the map, either click on the Save Map icon on the tool-bar or by pressing
the "S" key on the keyboard. The map will be saved directly into the game.

Hint: When you reach the stage when you are finalising your map, you will want to toggle frequently between the Mapper and the Events Editor. Your map modifications, however, will not appear until you have closed and re-opened the map. If you have modified anything under the Mapper, you will need to save (key "S"), exit the map (key "W"), and then re-open it through the game interface.

Short-Cut Keys

T = Show Types menu bar . . . . H = Zoom

Control - S = Save . . . . Control - C = Copy

Control - V = Paste . . . . Control - Tab = Switch from one window to another

Helpful Things To Remember

When you start your first map, you will find it easiest to start by copying one of the Example Maps as a foundation. This will familiarise you with the map-editing basics.

You may wish to sketch out your map on paper first before you start building it on-screen. This will give you a global perspective rather than planning moves one at a time.

Don't attempt to make your map in one fell swoop. It's preferable to construct it in a piecemeal fashion and regularly switch to the Events Editor to check that all is going well.

To place the platforms correctly, it is important to keep in mind Rayman's jumping limitations:

7 blocks sideways

14 blocks sideways with the Helicopter power

11 blocks sideways with the Race power

21 blocks sideways with the Race and Helicopter powers together

6 vertical blocks

8 vertical blocks with the Clinging power

The basic properties of blocks must be respected when choosing the corresponding Type. Even if it seems like fun to put a drowning Type on a grass platform, this is not good game design. Always leave Rayman a chance!

Avoid creating lots of flat platforms. Take advantage of the variety of scenery to create hills and valleys.

Give your map a theme. This can be done by emphasising a visual feature (sliding, for example, or being up in the sky) or through a type of game-play (i.e., pendulums, water lilies, or bouncing rubbers).

Check that there are no places where Rayman might end up stuck without being able to do something. When this happens, it's called a "Map Bug". At every location, there should either be a way out or Instant Death Types.

Part 2: The Events Editor

To access the Editor:
- Save your user map and quit the mapper.
- Place the cursor on the world(s) in which you have built your
- maps(s) and press on the Space bar.
- Select "Other Maps" by pressing on the Space bar. You can now access the map(s) that you built in the Mapper.
- To switch to "Editor" mode, press the "E" key on the keyboard.

Keys used in the Editor:
- (E): Enter Events Editor
- (A): Quit Events Editor and return to the game
- (S): Save Events
- (K): Delete an Event
- (.): Delete all Events
- (I): Display / Don't Display links
- (M): Go Into / Leave MAP mode
- (T): Go Into / Leave TYPE mode
- (N): Get a description of an Events
- (B): Block Events

Keys used in the game:
- (W): Exit
- (C): Move Rayman on the map (while freezing him)
- (V): Bring Rayman back to life
- (D): Display / Don't Display detection and collision zones
- (R): Display / Don't Display rasters
- (L): Display / Don't Display map number

Using The Events Editor

Once your Map is totally or partially created, save it in the Mapper.
Load Rayman's New Levels.
To use the Editor, select your map with either the directional keys on the keyboard or the joypad.

Placing Events

To enter the Events Editor, press the "E" key. A hand appears on the screen. Right-click and hold to display the different elements. With the help of the keyboard's directional arrows, select the Event you wish to place.

The left and right arrows allow you to select the category of Events (enemies, friends, platforms, etc.).
The up and down arrows allow you to choose an Event from its category.
To validate your choice, release the right button. Place the cursor on the Event. A brown square will appear.
To move the Event, left-click on the Event and hold. Drag the Event and place wherever you want.
To test out the Event, press the 'A' key to return to game mode.

Properties of Events

While most Events can be placed anywhere on a map, the use of some is conditioned by other Events or certain Types. To learn more about an Event and how it is used, press the "N" key when the desired Event is selected. The best way to know how an event will work, though, is to play the new levels and see what happens!

If you have copied an Example Map, all that remains to do is to place new Events as indicated in the directions below.

If you have copied an Original Map or User Map, you must eliminate the existing Events. You can destroy them all totally by pressing the "." key. Alternatively, you can remove individual Events by placing the cursor on it and pressing the "K" key.

Make sure that the Rayman character Event is on the map. If you delete it and quit the map, you will no longer be able to enter the map!

Using Links

Links make it possible to unite several Events. In these cases, there is a master Event that makes the other Events occur.

Master Link Events

Gendoor
The Gendoor is an invisible zone, represented by a wizard in the Events Editor. When Rayman enters a Gendoor detection zone, all the Events that are connected to it will go into action. If Rayman dies, the Gendoor will be reinitialised.

Killdoor
When Rayman enters this detection zone, he makes all the Events that are connected up to it disappear. When Rayman dies, this Event is reinitialised.

Super Gendoor
This has the same properties as a Gendoor. If Rayman dies after activating a Super Gendoor, its effects will not be reset.

Super Killdoor
This has the same properties as Killdoor. If Rayman dies after activating a Super Killdoor, its effects will not be reset.

Ting +
Functions like a Super Gendoor. The Event will only appear when Rayman gets all the tings of the same colour. All that is necessary is to connect the Event, Gendoor and the Ting +.

Ting -
Functions like a Super Killdoor. The Event will only appear when Rayman gets all the tings of the same colour. All that is necessary is to connect the Event, Killdoor and the Ting -.

Sparkling
This has the same characteristics as a Gendoor, but Rayman must activate it with his fist.

Linking Events

To link Events, press the "I" key to show connections. Each Event will be joined to another with a little red square.

To link the red squares of all the Events you wish to connect, select an Event,
then click and hold while dragging the small red square to the desired location.

Once you have combined all the red squares, select one of the linked Events and right-click. The links
will turn yellow. Press the "I" key again to leave the link menu. Save the link by pressing the "S" key.

You can also interlink Events like swinging pendulums. When Events are interlinked, they become synchronised.
When an interlinked Event starts to function, the other Events interlinked with it will also begin at the same time.

Example:
In the Image World, pencils can be interlinked to create a "wave of pencils". First select the pencil called "Pencil Wall Going Up - First".
Then place the desired number of pencils called "Pencil Wall Going Up - Suite" around the "First" pencil. Press the "I" key, link up all
the pencils, then press "I" again. Move Rayman away from the pencils so that they will reinitialise. When Rayman returns to the area, he
will have to get by your new Wave of Pencils!

Try to avoid putting too many links on a single Event, because it may cause the game to slow down.

Events Linked to Reactive Types

Some of the moving Events (e.g., antitoons, clouds, grabs) move in an area that has to be defined and delimited by Reactive Types.
Since it can be difficult to anticipate the right placement for Reactive Types when you're using the Mapper, you can also place
Types in the Events Editor (see the 'Placing Types With The Events Editor' chapter).

Placing Types With The Events Editor
Press the "T" key to shift to Type mode and then press the "M" key. Place your cursor at the location where you
wish to put a reactive Type, right-click and hold. With the keyboard's directional arrows, select the desired Type.

Release the right button to set down the Type. To delete a Type, place the cursor on it and press "K".

Using Your Map In The Game
When the game loads, move Rayman to the world where you created your map.

To choose a map, use the arrows on the keyboard or joypad and confirm your choice by pressing on the validation button.
The number of the map, its title and the author's name will appear at the top of the screen.

A Helpful Hint

There is a Golden Rule of platform games: Always Leave The Player A Chance! You should leave clues that allow the player
to detect danger or find the trick for getting through a difficult place. Tings are a great way to help 'steer' a player by creating
incentives to go a certain direction.

ACCESS TO UBI ONLINE

Ubi Online

In the Mapper, click on the Ubi Online icon. A dialogue box is displayed showing the different version of browsers installed on your system. Choose the appropriate browser.

Your computer will go online (via your dial-up connection or Network). This will take you directly to the Rayman online pages where you will be able to upload your maps and download maps made by other players. You can also visit the Rayman web pages on ubisoft.com. where you'll find very useful information like hints and tips and advice on how to use the mapper.

Menu

At the top of the page you will find the menu used to access all the Ubi Online functions:

Upload your maps: All the maps that you have created using the mapper will be displayed.

Download maps: Here you will find lists of all the maps available on the Ubi Online server.

Upload your scores: Your scores on the levels you've completed (from the 24 New Levels) can be uploaded.

Best scores: You can view scores by other Rayman adventurers from around the world.

Display your selection: At any time, you can find out what you have selected.

Help: Displays a Help page if you are lost.

The 'Quit' function in the frame on the right of the page closes the application without transferring any files.

Transferring Files

The procedure is always the same for all data transfers:

Selecting Files To Be Transferred

From the main frame, choose the world (Image, Music, etc.) for the map that you want to transfer.

Check the option button for the item you want to select, then click on the 'Select' button.

Wait for the page to refresh. The option button disappears, the element is selected and a transfer button appears. Continue as often as you wish until you have everything you want!

Transferring Files

Start the loading procedure by pressing the Transfer button. All the selected files will be uploaded or downloaded.

Once the transfer is complete, quit the Online Software Data (OSD). The maps you downloaded will appear in the menus of Worlds the next time you start Rayman's New Levels.

The Rayman on-line site uses active logic. To avoid problems, do not use the "Back" function on your browser and wait for the pages to refresh after each selection. Do not press the "Select" button if you have not selected anything.

Credits

Based on an original idea by: . . . . Michel Ancel and Frédéric Houde

Characters and animated
sequences by: . . . . Alexandra Steible

Backgrounds designed by: . . . . Eric Pelatan

Gameplay by: . . . . Serge Hascoët

Project Leader: . . . . Pierre Szalowski

Game Design: . . . . Bruno Bouvret, Christophe Cavelan

Programming: . . . . Project Manager Frédéric Compagnon with
. . . . Olivier Couvreur, François Mahieu

Internet: . . . . Fabien Senneron, Hélène Pokidine, Carlos Torres

Installer: . . . . Xavier Billault, Yves Babitch, Yann Le Guyader

Mapper: . . . . Cristian Mihalache, Bogdan Radusi

Computer Graphics: . . . . Sébastien Bicorne

Web & OSD: . . . . Grégoire Pichonneau

Computer Graphics
Production Manager: . . . . Didier Lord,

Post-Production Manager: . . . . Sylvain Brunet,

Programming: . . . . Stéphane Bellanger, Dominique Dumont,
. . . . Stéphane Ronse

Tests: . . . . Jean-Charles Félicit, Sylvain Altmeyer,
. . . . Philippe Kerriel, Frédéric Nael, Christophe Poidevin,
. . . . Erwan Touche, David Tual

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. . . . Lydia Robin, Veronique Thieffine (France),
. . . . Sarah Bincliffe (UK)

Production: . . . . Gérard Guillemot, Ubi Studios

Development: . . . . Michel Guillemot, Ubi Animation,
. . . . Ubi Game Design, Ubi Pictures, Ubi Sound Studio

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Customer service information

Money-Back Guarantee and Replacement Policies

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Technical Support

If you have technical problems with Rayman Forever or any other Ubi Soft product, please call our Technical Support line toll-free at 1-800-UBI-SOFT (1-800-824-7638) or (514) 490-0887. E-mail: tech-support@ubisoft.com

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